

Kyle Case

User Experience Designer

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FROM JAN 2013
TO PRESENT

Work Experience

User Experience Designer

Target Corporation Minneapolis, MN

- Rapidly prototyped and tested in-store mobile solutions for customers and store employees.
- Created mockups, visual designs, and icons for over 20 products that have been tested in stores nationwide.
- Defined user experience guidelines for employee facing mobile applications that are applied in all 1,800 stores.
- Conducted user research and customer intercepts to understand user needs and usability opportunities.
- Promoted to Senior Business Partner in August 2014.

Systems Analyst II

Boston Scientific Arden Hills, MN

- Completed the iDEAL Rotational Leadership Program.
- Rotated to four roles in the Global Information Systems organization over a span of two years.
- Gained broad work experience in Business Analyst, Project Manager, and Business Strategy roles.
- Awarded two Innovation Grants and won an Innovation Strategy Mobile Application Contest.
- Promoted to Systems Analyst II in January 2012.
- Interned Summer 2009 and began full-time June 2010.

Education

Bachelor of Science in Management Information Systems and International Business

Iowa State University Ames, IA

Cumulative GPA: 3.25/4.0

Study Abroad

University of Swansea Swansea, Wales

Study Abroad Program, Spring 2008

Skills

Sketch

★★★★★

Photoshop

★★★★★

Illustrator

★★★★★

Flinto

★★★★★

Objective-C

★★★★★

Swift

★★★★★

HTML

★★★★★

CSS

★★★★★

Javascript

★★★★★

Animation

★★★★★



FROM MAY 2009
TO DEC 2012



FROM AUG 2006
TO MAY 2010